

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

1. (Currently Amended) A system for managing the transmission of data from at least one data source to a remote destination at a level above a transport layer, the system comprising:

an input interface to receive data from at least one data source;

a transport interface to a transport layer;

a communication engine, communicating with the input interface and the transport layer, for encapsulating the data into one or more message objects and for associating each of the data sources with at least one corresponding session, wherein the one or more message objects are buffered in an output message queue prior to transmission to the remote destination via a the transport layer; and

a dispatcher module for binding the corresponding more than one session to one or more a single connections, wherein the one or more message objects are transmitted through the one or more single connections to a remote destination including an input message queue for buffering the one or more message objects, and wherein the dispatcher module manages the transmission of the one or more message objects at a message object level without small-scale flow control at the transport layer.

2. (Original) A system according to claim 1, wherein the at least one data source comprises a network.

3. (Original) A system according to claim 2, wherein the network comprises at least one server.

4. (Original) A system according to claim 3, wherein the network comprises a local area network.

5. (Original) A system according to claim 1, wherein the transport layer comprises a Transport Control Protocol layer.

6. (Original) A system according to claim 1, wherein the remote destination comprises a storage host.

7. (Canceled).

8. (Original) A system according to claim 1, wherein the at least one data source comprises a plurality of data sources.

9. (Canceled).

10. (Canceled).

11. (Previously Presented) A system according to claim 1, wherein the dispatcher module binds more than one session to at least one of the connections to the remote destination.

12. (Original) A system according to claim 1, wherein the buffering of the message objects is performed at least in part according to a state of a message completion port.

13. (Previously Presented) A method for managing the transmission of data from at least one data source to a remote destination, the system comprising:

receiving data from at least one data source;

transforming the data to a plurality of message objects;

associating each of the data sources with at least one corresponding

session;

buffering the plurality of message objects in an output message queue prior to transmission to the remote destination via a transport layer;

controlling the transmission of the plurality of message objects to the remote destination at a message object level without small-scale flow control at the transport layer.

14. (Original) A method according to claim 13, wherein the at least one data source comprises a network.

15. (Original) A method according to claim 14, wherein the network comprises at least one server.

16. (Original) A method according to claim 15, wherein the network comprises a local area network.

17. (Original) A method according to claim 13, wherein the transport layer comprises a Transport Control Protocol layer.

18. (Original) A method according to claim 13, wherein the remote destination comprises a storage host.

19. (Canceled).

20. (Original) A method according to claim 13, wherein the at least one data source comprises a plurality of data sources.

21. (Canceled).

22. (Previously Presented) A method according to claim 13, further comprising a step of binding at least one session to at least one of a plurality of connections to the remote destination.

23. (Original) A method according to claim 22, wherein the step of binding comprises a step of binding more than one session to at least one of the connections to the remote destination.

24. (Original) A method according to claim 13, wherein the step of buffering the message objects is performed at least in part according to a state of a message completion port.

25.-36 (Canceled)

37. (Previously Presented) One or more computer-storage media having computer-executable instructions embodied thereon that when executed by a computing device performs a method of transferring data, the method includes:

receiving data from at least one data source; and

transforming the data to one or more message objects in a communication engine;

associating each of the data sources with at least one corresponding session;

buffering one or more of the message objects in an output message queue prior to transmission to a remote destination via a transport layer; and

transmitting the one or more message objects to the remote destination while managing the transmission of data at a message object level without small-scale flow control at the transport layer.

38. (Previously Presented) The one or more media according to claim 37, wherein the at least one data source comprises a network.

39. (Previously Presented) The one or more media according to claim 38, wherein the network comprises at least one server.

40. (Previously Presented) The one or more media according to claim 39, wherein the network comprises a local area network.

41. (Previously Presented) The one or more media according to claim 37, wherein the transport layer comprises a Transport Control Protocol layer.

42. (Previously Presented) The one or more media according to claim 37, wherein the remote destination comprises a storage host.

43. (Previously Presented) The one or more media according to claim 37, wherein the step of buffering the at least one message object comprises a step of queuing the at least one message object in at least one output buffer.

44. (Previously Presented) The one or more media according to claim  
37, wherein the at least one data source comprises a plurality of data sources.

45. (Canceled).

46. (Previously Presented) The one or more media according to claim  
44, wherein the method further comprises a step of binding at least one session to at least one of  
a plurality of connections to the remote destination.

47. (Previously Presented) The one or more media according to claim  
46, wherein the step of binding comprises a step of binding more than one session to at least one  
of the connections to the remote destination.

48. (Previously Presented) The one or more media according to claim  
37, wherein the buffering the at least one message object is performed at least in part according  
to a state of a message completion port.

49. (Previously Presented) The one or more media according to claim  
37, wherein the message object is larger than one megabyte.